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MODEL 72-836

ELECTRONIC LCD GAME

Disney's 101 DALMATIANS

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TIGER

"THE ADVENTURE BEGINS..."

Pongo is the most eligible Dalmatian in all of London thanks to his video game designing human, Roger. But Roger is too busy looking for the quintessential villain for his next game to think about looking for a mate for Pongo. Or even for himself.

Perdy is exactly what Pongo is looking for. She's smart. She's loyal. She's nicely spotted. But she's got a fashion-designer human named Anita who's too busy working for the quintessential villainess, Cruella De Vil, to bother looking for Mr. Right. Canine or otherwise.

One day, during a casual walk in the park, Pongo sees Perdy and knows he has to arrange an "accidental" meeting. Bicycles get crashed, Roger gets punched and everybody lands in the pond. But before you know it, they're all in love. A double wedding follows and soon, everyone's awaiting the arrival of babies and pups.

Everyone, including Cruella.

Although Cruella has absolutely no use for babies, puppies are another story. As the head of a prestigious fashion house, Cruella wouldn't be caught dead in anything less than perfection. And a full length coat of genuine Dalmatian fur sounds "Fabulous, Daahling!" And the way Cruella sees it, Anita couldn't possibly refuse her the puppies. After all, the whole idea was inspired by one of Anita's own designs.

One stormy autumn night, fifteen puppies arrive. Pongo is thrilled. Perdita is thrilled. Cruella is at the door.

When Anita refuses to sell the puppies, Cruella hires two bumbling crooks to steal them. Horace and Jasper make a less then clean get-away as an observant bulldog sounds the alarm. Blocks away, Pongo and Perdita hear the barking and know something's up. They race home but not in time. The crooks are gone.

And so are their puppies...

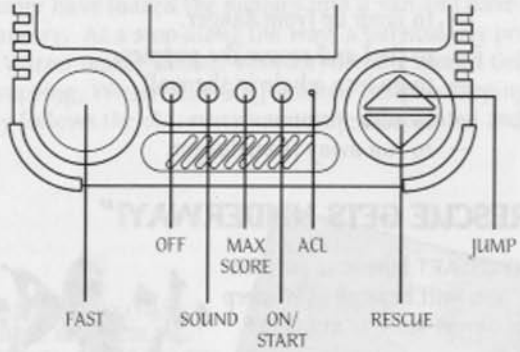
GAME STORY

"DEFEAT CRUELLA!"

There are 4 stages of play. You always play as GRIFFIN, a resourceful Airedale. You must make your way through the dangers of the Manor De Vil to find and rescue puppies! Horace and Jasper will try and grab you — and in the climactic final stage, you will encounter Cruella de Vil herself at a barn just down the road from the Manor.

If you can score enough points, you WIN the game and will see the "Game Winning" animation of Griffin and all the puppies appearing together as they are reunited with their parents, Pongo and Perdy!

"YOU PLAY AS GRIFFIN"



ON/START — to turn on the unit.
— to start the game.
— to start each stage.

MAX SCORE — to take a look at the maximum score during the pause between stages.

SOUND — to control sound: on or off.

OFF — to turn off the unit. (The unit also shuts off automatically after three minutes of no action.)

JUMP — to jump up from danger.

RESCUE — to find and rescue the puppies.
— to go into a hole in the wall.

FAST — to move faster.
— to run away from danger.

"THE RESCUE GETS UNDERWAY!"

Press the ON/START button to turn on the game. You will hear an "On" beep and the maximum score is displayed.

Press the ON/START button again to begin play from stage 1 when you are ready. You will hear a simple "Game Start" melody and the game begins with zero score.

Each stage presents its own special challenges:

"YOU ARE NOW ENTERING THE MANOR DE VIL"

Horace and Jasper have loaded the puppies into a van and have driven them to the country. At a stop along the way, a particularly precocious puppy named Wizzer makes contact with an Airedale named Griffin. Barking and yapping, Wizzer tells Griffin about the pup-napping and Griffin bravely follows the old, rusty van to the dilapidated and creepy Manor De Vil.

YOU PLAY AS GRIFFIN. YOU HAVE JUST ENTERED THE MANOR DE VIL. JUMP OVER BROKEN CHAIRS AND TRY TO AVOID HOLES. YOU SHOULD ALSO STEP ON RUGS TO AVOID THE CEILING PLASTER!

"FINDING PUPPIES—BUT JASPER, TOO!"

When you broke into Cruella's country estate in stage 1, you realized that there were ninety-nine puppies there — not just your fifteen! Cruella's been collecting puppies from all across the country for her brand new fur coat. Time's shorter than last year's hemline, and the situation looks grim.

The manor house is a run-down mess! In stage 2, you need to CRAWL THROUGH THE HEATING GRILL TO REACH PUPPIES, and you must avoid WATER and the shadow of HORACE USING HIS FLASHLIGHT ON YOU.

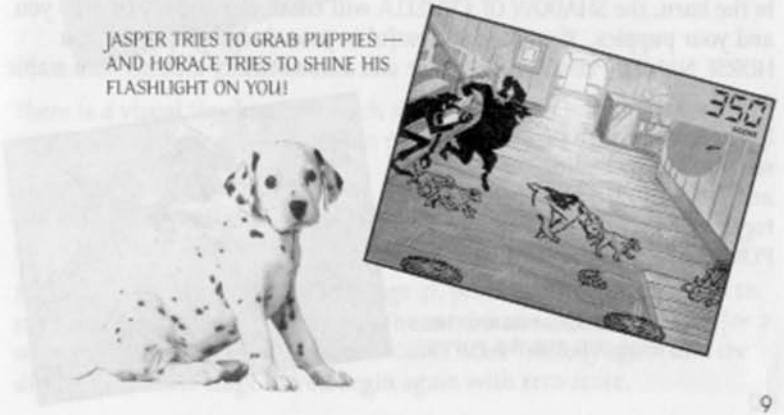
CRAWL THROUGH THE HEATING GRILL! ALSO AVOID WATER AND HORACE TRYING TO FLASH HIS FLASHLIGHT ON YOU!

"EVEN MORE CHALLENGES MEAN EVEN MORE TROUBLE — AND HORACE, TOO!"

KEEP FINDING THE PUPPIES! There are more and more puppies to rescue!

The shadows of both JASPER AND HORACE will appear to grab your puppies and to try and flash you with the flashlight. You need to CRAWL THROUGH THE HEATING GRILL TO REACH THE PUPPIES and the obstacles to avoid are the same as stage 2.

JASPER TRIES TO GRAB PUPPIES — AND HORACE TRIES TO SHINE HIS FLASHLIGHT ON YOU!



"DEFEAT CRUELLA!"

Stage 4 takes place in two places—the MANOR HOUSE and a BARN down the road!

In the Manor House, jump over the BROKEN CHAIR and HOLES. Try to AVOID THE CEILING PLASTER BY STEPPING ON THE RUG, and continue to dodge the obstacles that you have dodged so well in the previous stages!

You will also need to USE YOUR MUZZLE TO PUSH PUPPIES GENTLY THROUGH THE WALL AND INTO THE ROOF GUTTERS!

In the barn, the SHADOW OF CRUELLA will chase you and try to grab you and your puppies. If you are successful in your dodging of Cruella, a HORSE NAMED PUNCH will appear and automatically kick her into stable muck!

If you score enough points, you will see the "Happy Ending" of GRIFFIN and THE PUPPIES all appearing together on screen—joined by PONGO AND PERDY!

CRUELLA CHASES YOU AND TRIES TO GRAB YOU AND THE PUPPIES!

IF YOU SCORE ENOUGH POINTS, YOU WILL SEE THE "GAME WINNING" ANIMATION OF THE HORSE NAMED PUNCH APPEARING AUTOMATICALLY TO KICK CRUELLA INTO THE STABLE MUCK!

There is a visual timekeeper in each stage to tell you how much time remains in each stage. You always play through all 4 stages.

There is a simple "Stage Complete" melody as you complete each stage. The game pauses after each stage and the next stage number is shown. Press the ON/START button to start the next stage when you are ready.

After the story is complete (after stage 4), press the ON/START button to start the game again from stage 1. The maximum score is displayed for 2 seconds and then you will hear the "Game Start" melody again and the display will show stage 1. You begin again with zero score.

Points

"SCORE POINTS AS YOU RESCUE PUPPIES!"

20 points FOR JUMPING OVER BROKEN CHAIRS AND WATER.

30 points JUMPING OVER HOLES.

50 points FOR AVOIDING HORACE AND JASPER, FOR CRAWLING THROUGH THE HEATING GRILL, FOR JUMPING ON THE RUGS IN THE MANOR DE VIL, AND FOR PUSHING EACH PUPPY INTO THE WALL HOLE AND GUTTER.

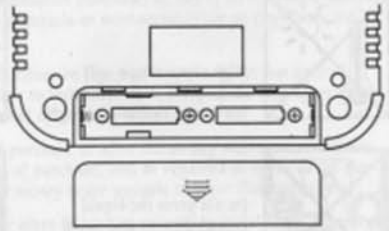
100 points FOR PICKING/RESCUING A PUPPY AND FOR AVOIDING CRUELLA DE VIL.

YOU WILL ALSO LOSE **50** POINTS:

FOR FAILING TO JUMP OVER WATER, BROKEN CHAIRS, OR HOLES; WHEN A PUPPY IS TAKEN BY JASPER; WHEN CRUELLA GRABS YOU OR A PUPPY.

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)



Insert two "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.

TO ENSURE PROPER FUNCTION:

- Do not mix old and new batteries.
- Do not mix alkaline, standard (carbon - zinc), or rechargeable batteries.
- Battery insertion/replacement should be done by an adult.
- Replacing the batteries will cause your game to reset, losing all previous scoring or stored information.

ACL BUTTON:
After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball point pen.) The display should appear as shown in the diagram at the right.

CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Inc. (TEI) warrants to the original consumer purchaser of any of its electronic games or toys that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase.

During this 90-day warranty period, the product will either be repaired or replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase or to TEI when returned prepaid and insured with proof of the date of purchase.

Product returned to TEI without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at our option) for a service charge of US$12. Make check or money order payable to Tiger Electronics, Inc.

TEI will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

All product returned must be shipped prepaid and insured for loss or damage to:

Tiger Electronics, Inc. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

1. Pack the product carefully in the original box and/or other packing materials sufficient to avoid damage during shipment.
2. Include a letter with a complete description of the defect, a check if product is beyond the 90 day warranty, and your printed name, address and telephone number.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damages resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in materials or workmanship.